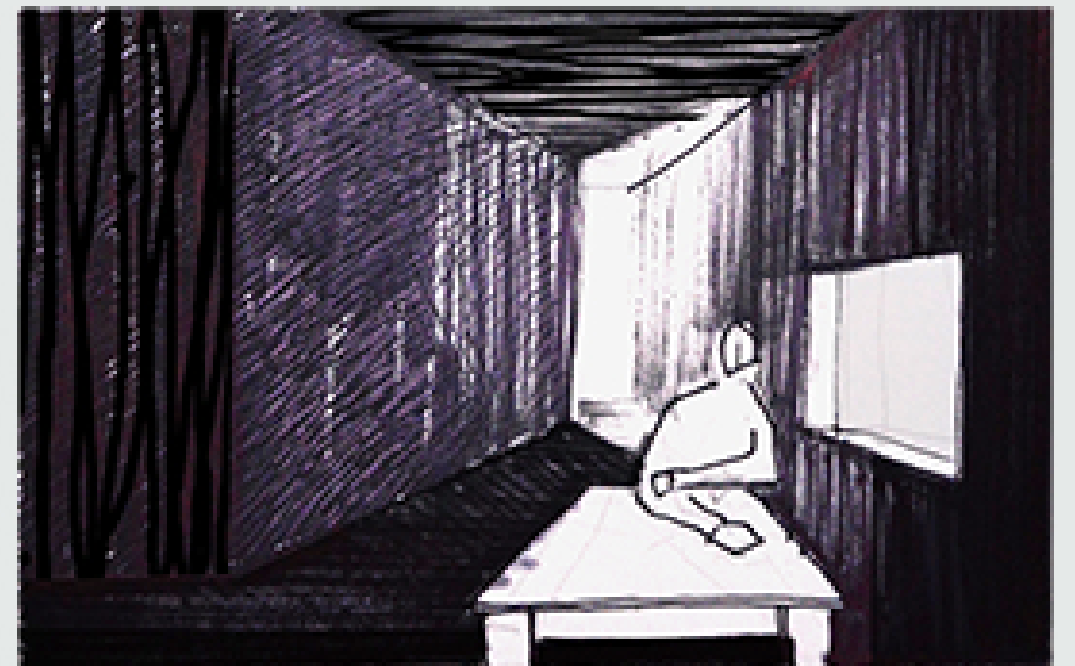
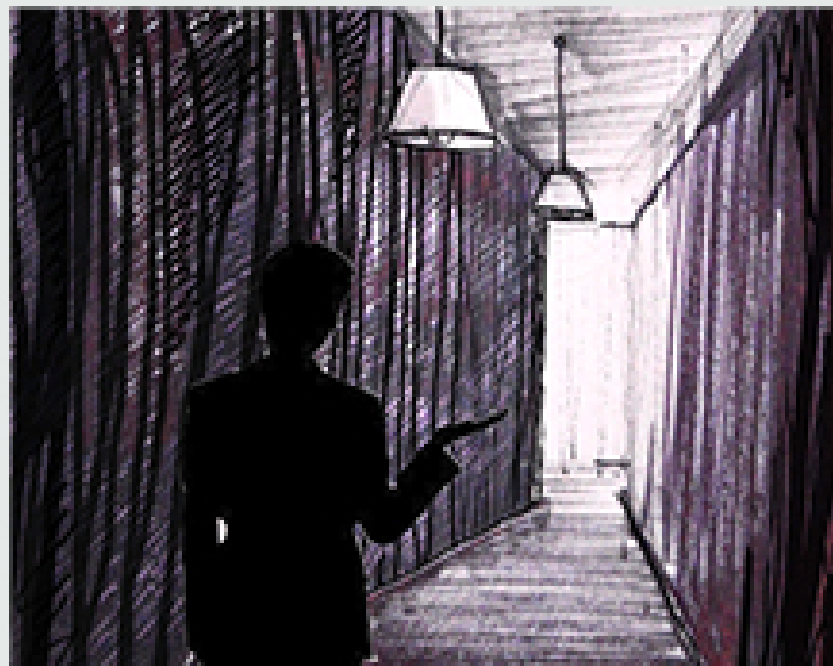
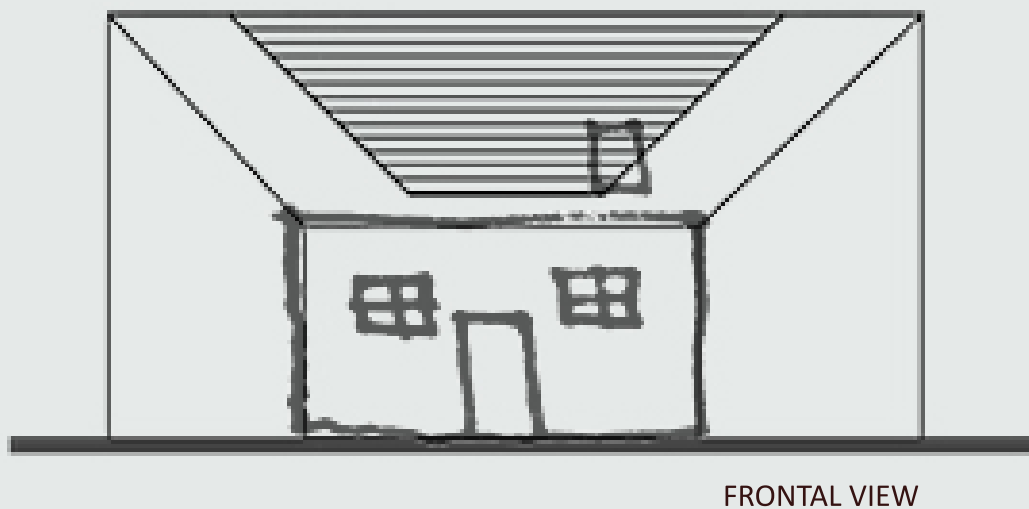
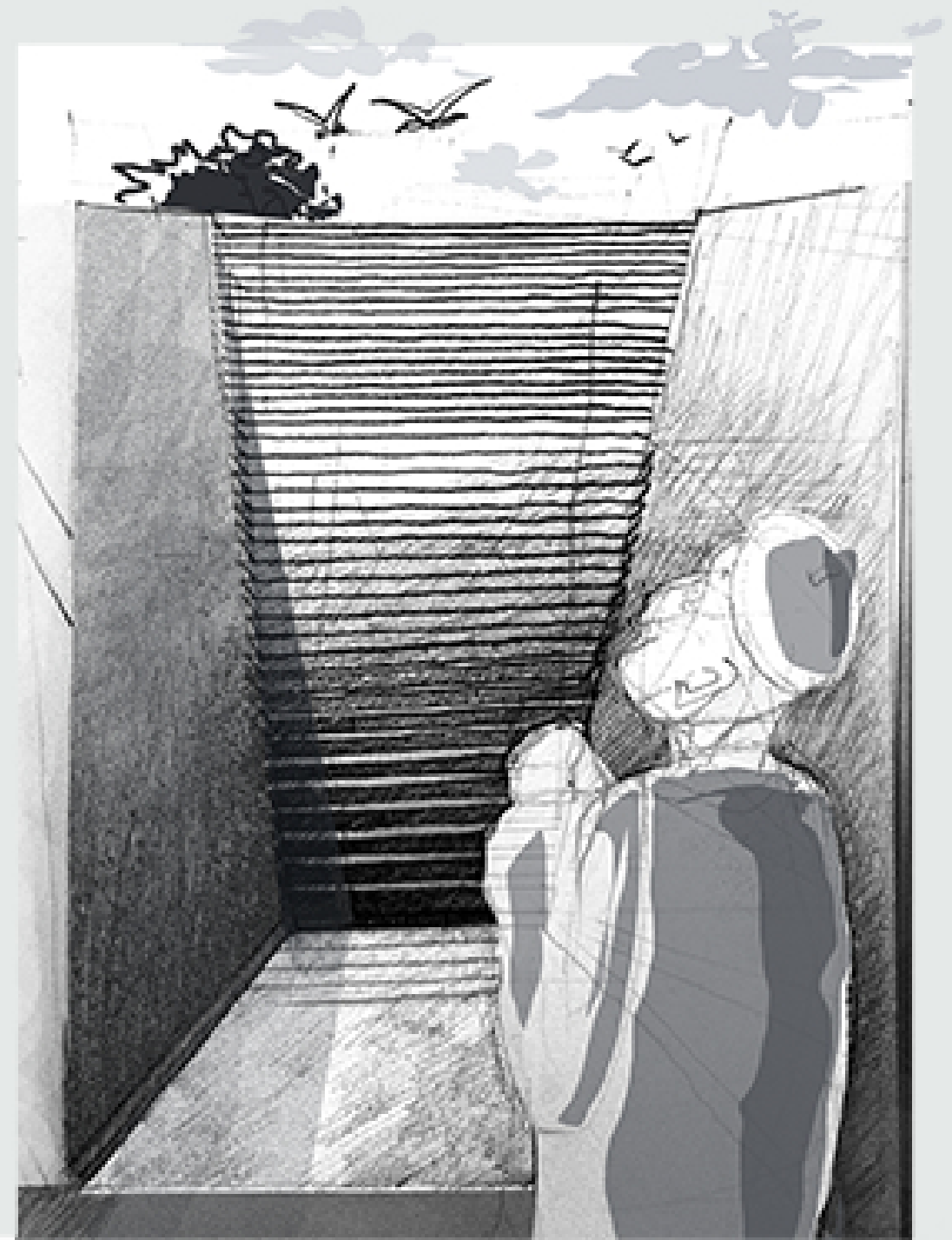


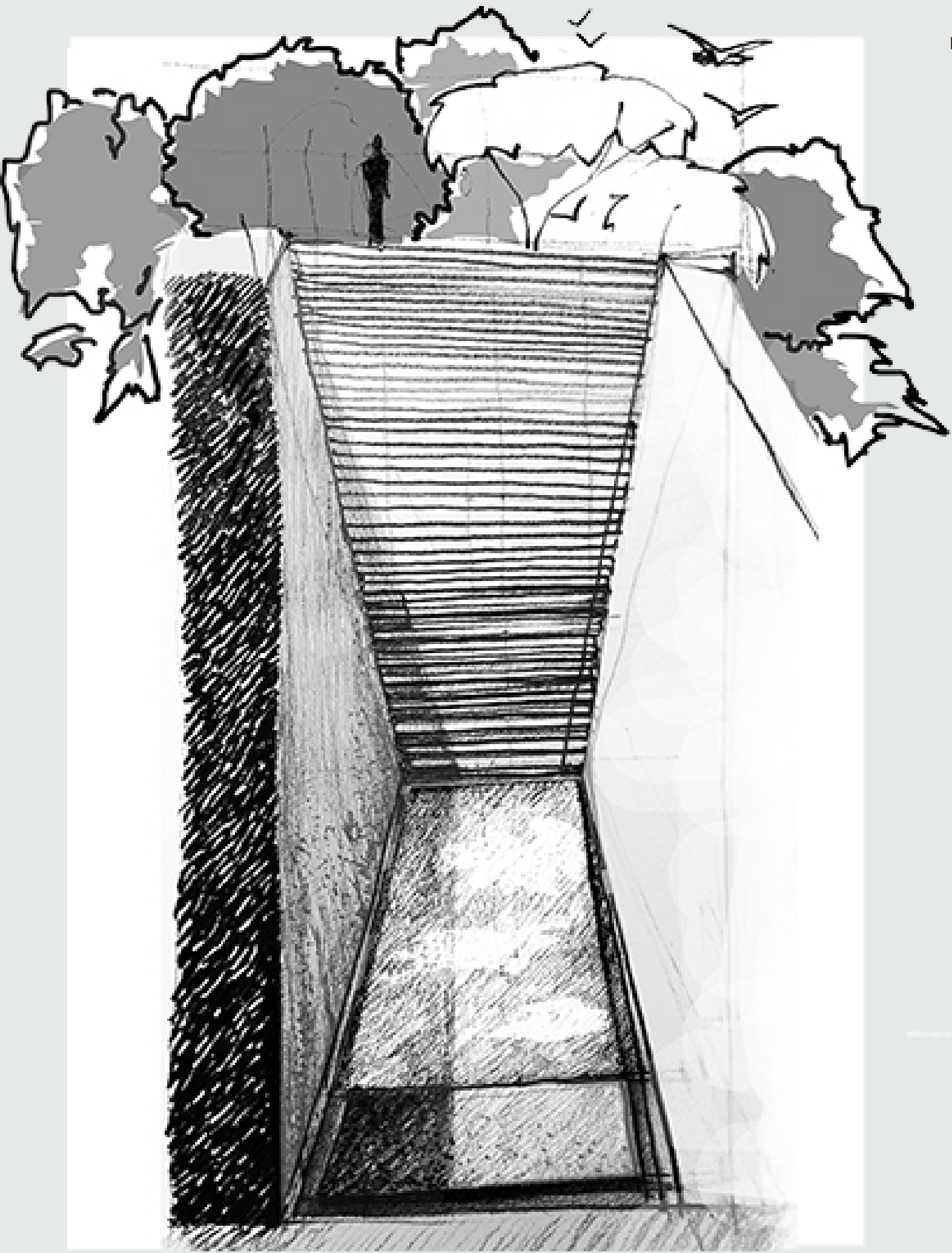
Virtual.Reality

A house is the place where you feel protected within your own universe. It illustrates the limit of our comfort zones. In opposition stands the outside world, the real world in which a person cannot control the going of events so his comfort limit is being tested every minute.

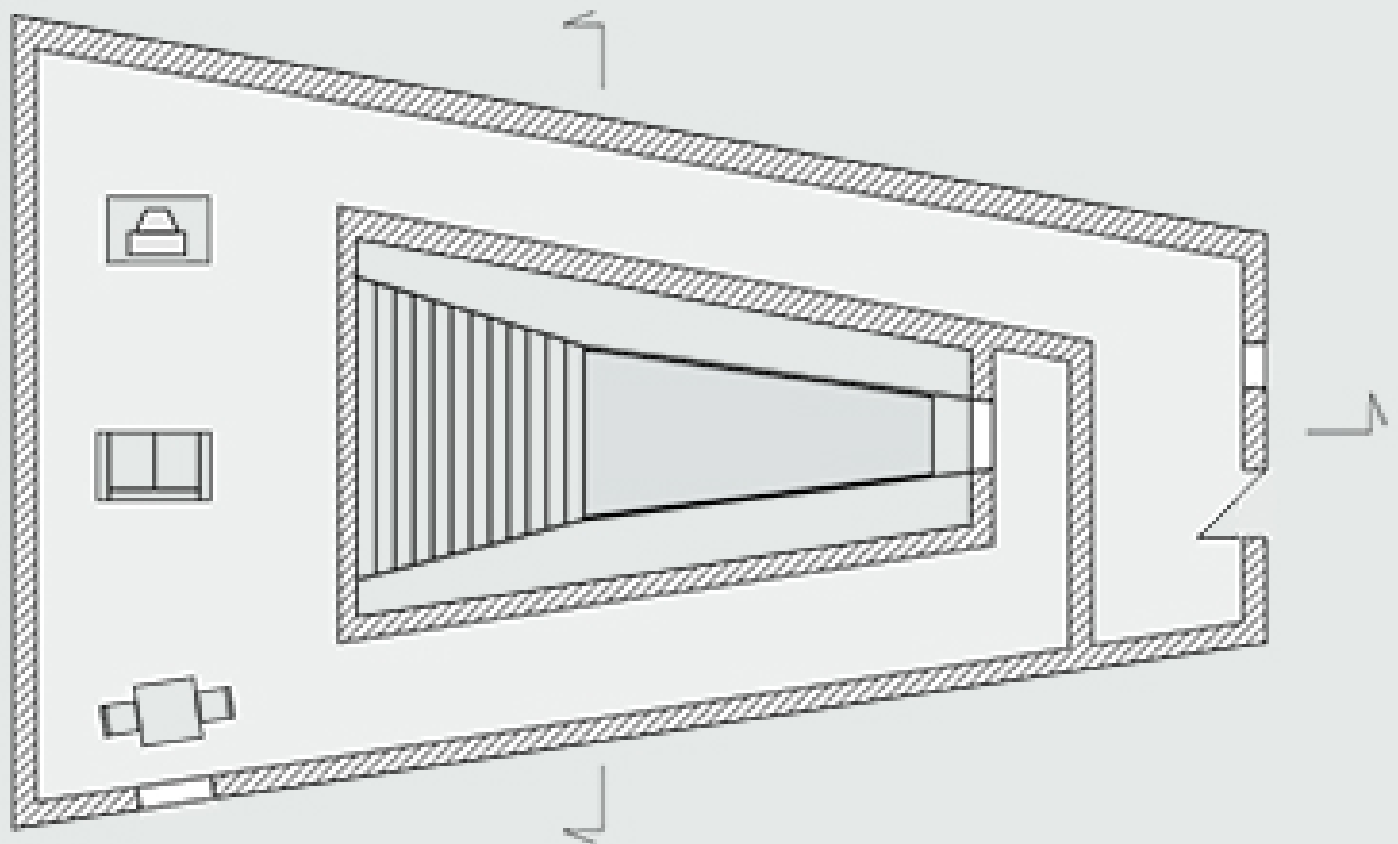
A house without function is the barrier between real and virtual reality. In order to get through, one needs to get out of his comfort zone. This is the concept on which the experimental installation is based. In order to make the person inside connect with the beauty of the unexpected life of the outside world we need to force the limit of our mind through architecture, by experiencing the house that deconstructs it's self.

The friendliness of the façade tricks you to go inside but once you are in the space changes into a pure artificial space. The light is artificial and you hear the buzzing of a TV. When you start going towards it you start a journey through a mazelike space. Hints of a living space will be given. The experience will be that of a house that spread it's self in space and time. Once you get past it, the natural light guides you out. The last place you have to experience is the sky garden. Here the building opens towards the sky and you can only guess the existence of tree tops. You can be sure of it only if you climb the stairs. In order to do that you need to pass through water that can mirror the sky creating this virtual image of the above. By going through the false sky you are given the certainty of the existence of life outside the virtual world you have just overcome.

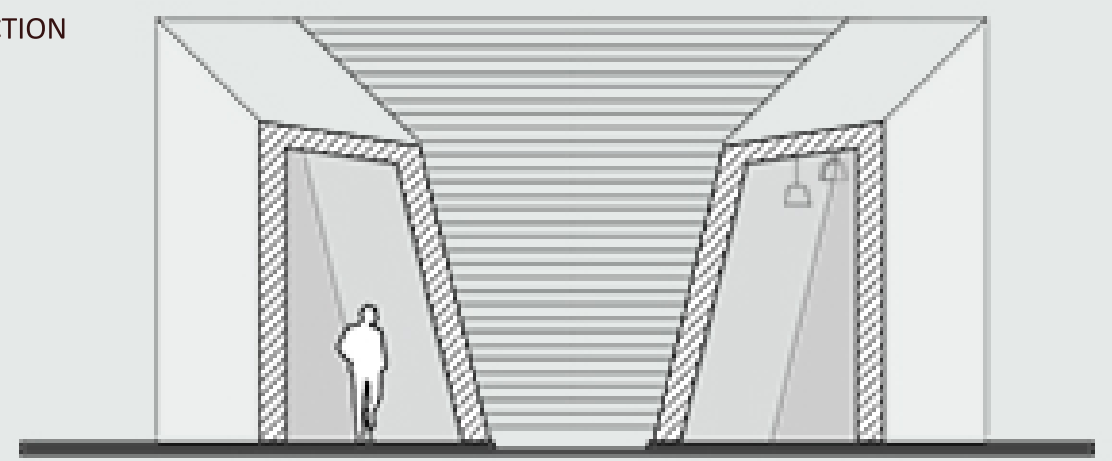




PLAN



TRANSVERSAL SECTION



VIEW FROM ABOVE

